

CARTOONING



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CARTOONING

More people read the newspaper comics than any other feature and many popular magazines use cartoons to liven up their pages. Except for a few syndicates, feature services are on the lookout for cartoons, and pay good money for them.

Practice and patience can make you a cartoonist. Maybe you remember when you learned to write. It took a little while before people could read your alphabets. Try the same thing now with cartoons, just using a pencil, some paper, and the simple lessons of this booklet. If necessary, copy some of the drawings at first so to *feel* how it's done. As you go along notice how the professional gets certain effects. No one ever became a cartoonist over night so don't become discouraged if your own efforts don't look professional immediately. *Practice* with pencil first and later swing into pen and ink work. Study established strips and cartoons for new techniques and popular trends, then develop a style of your own.

The Tools . . . cartoons require little equipment. Some of the best work has been done with a piece of scrap paper and a penny's worth of black ink. From your Special Services officer get some drawing pens, (Gillott's 170, 290, and 404) and an oval point writing pen, and some very soft, soft and medium pencils, a pad of tracing paper 9 x 12, drawing paper 9 x 12 (Bristol board for pen and ink work), soft and hard erasers, a bottle of India ink, some Chinese white for touching up errors, and a pen holder. Later on add a ruler, T-square and drawing board.

These pages have been divided into the subjects every cartoonist should master. Study each and practice making drawings of the features, body and action. Continue practicing your composition and perspective long after you've mastered pen and ink techniques, since those are the most technical problems in cartooning as well as any other art.

Take your time! Don't rush. You want to get as much fun out of this as you can while you're learning.

Draw an



DIVIDE IT
WITH A



THIS MARKS OFF EYE LINE &
MIDDLE OF FACE & HEAD..

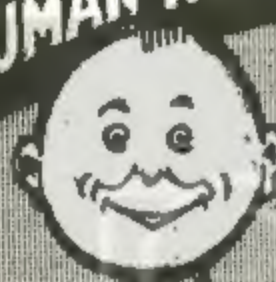


3/4 VIEW



HUMAN HEADS

FIT INTO ONE OF THESE SHAPES...



ROUND



OVAL



SQUARE



EGG



PEAR

... EACH TYPE HAS ITS INDIVIDUAL CHARACTERISTICS.. STUDY THEM



PRACTICE MAKING THESE HEADS
IN PENCIL ~ THEN ADD ALL THE
DIFFERENT FEATURES ON THE
FOLLOWING PAGES..THE MORE
YOU DISTORT THEM
THE FUNNIER YOUR DRAWING!



SKETCH!
EVERYBODY! EVERYTHING
YOU SEE.. PUT AWAY
YOUR RULER.. DRAW
FREEHAND!!

EXPRESSIONS

(NOTE ACTION & TEAMWORK OF EYES, BROWS AND MOUTH)



DROWSY..



SMILE..



JOY..



HILARITY..



GRIEF...



HORROR..



DISGUST



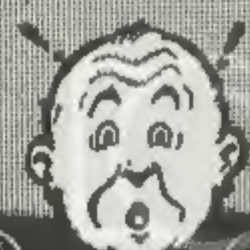
ANGER..



FURY..



SORROW..



SURPRISE..



WINK..



PAIN...



POSE AND MAKE FACES AT YOURSELF FOR GOOD EXPRESSIONS

PRACTICE DRAWING THESE EXPRESSIONS ON FACES YOU CREATE..

CARICATURES



PICK OUT A PERSON'S MOST PROMINENT FEATURES & EXAGGERATE THEM !!

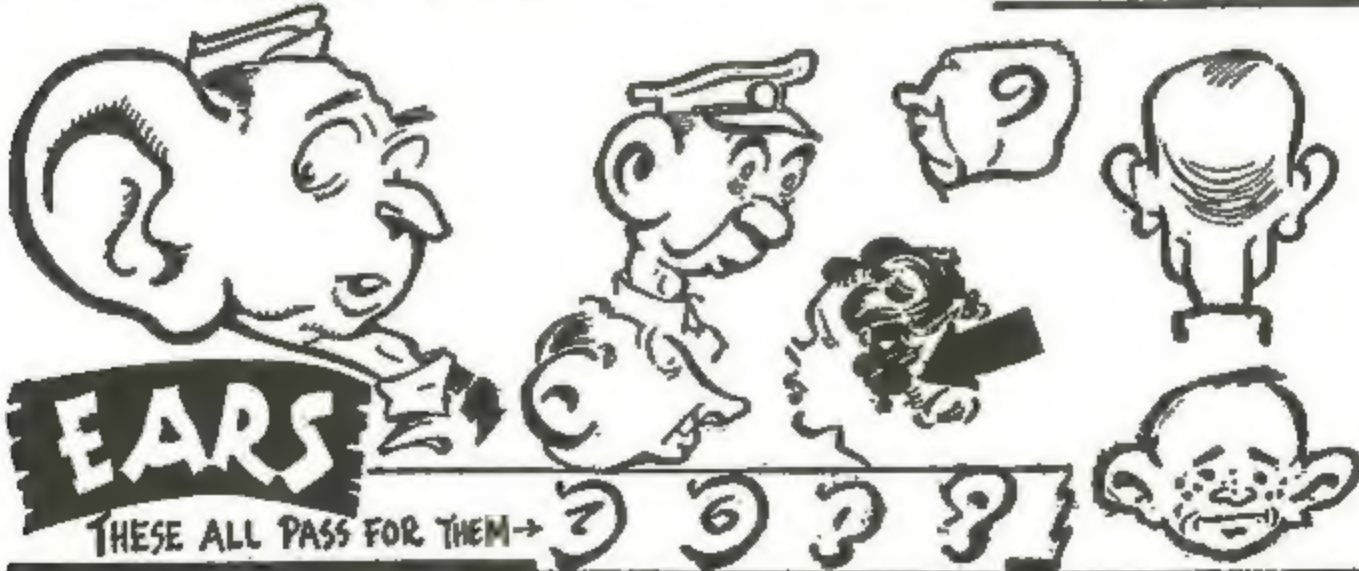
The NOSE

IT LENDS ITSELF
MOST TO EXAGGERATION..



EYES and Brows

ADD YOUR OWN WRINKLES
& GLASSES. NOTICE THE
RESULTS!

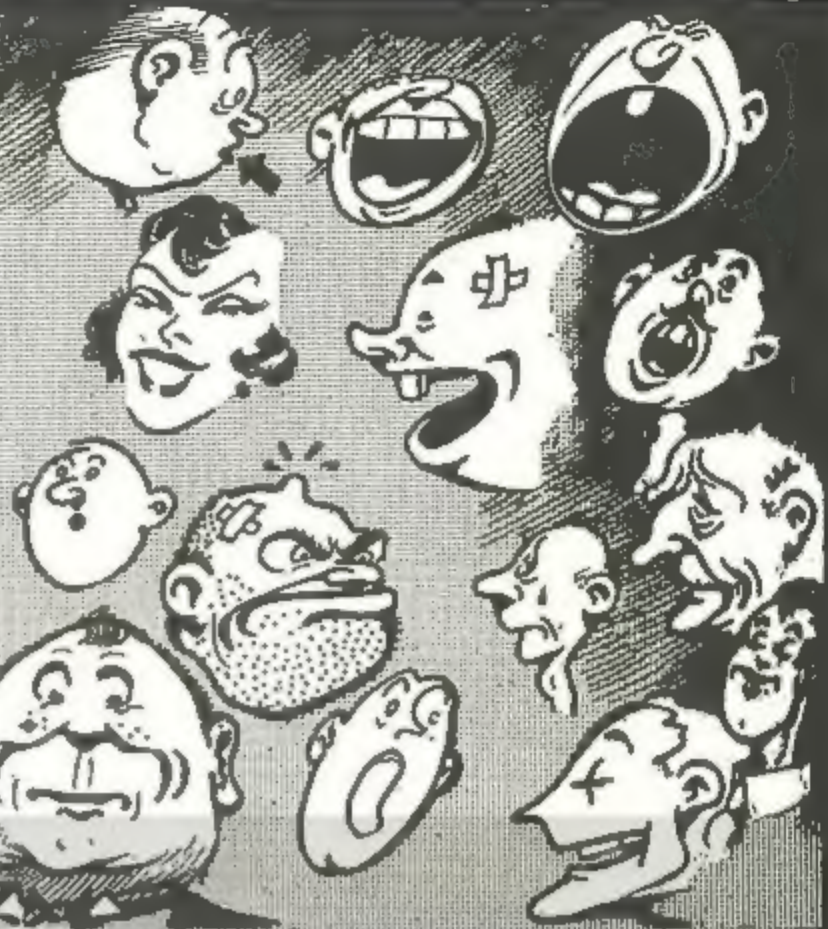


EARS

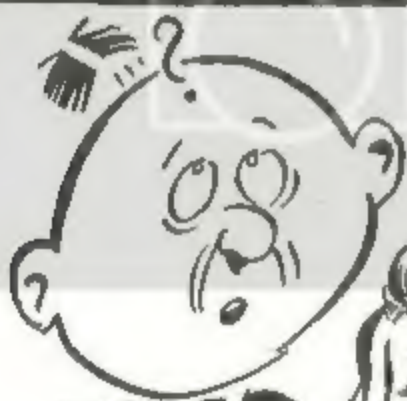
THESE ALL PASS FOR THEM →



MOUTH & JAW



DRAW THESE AND THEN INVENT SOME OF YOUR OWN..



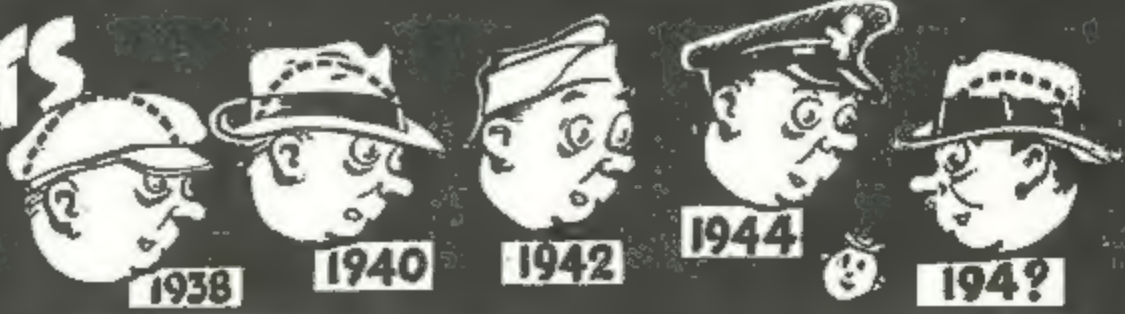
HAIR



STUDY NEW
HAIR-
DRESSES

DRAW
MUSTACHES
& WHISKERS.
NOTE EFFECT

HATS



1938

1940

1942

1944

194?

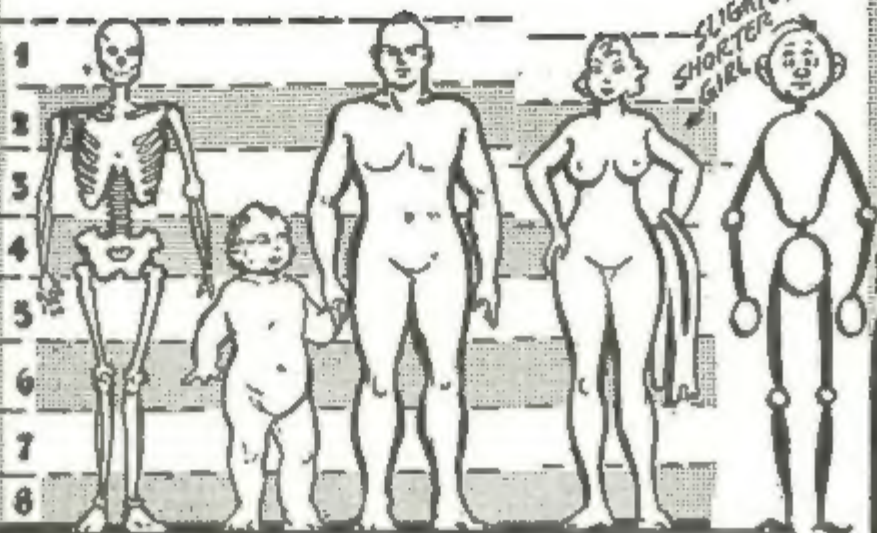
Body Proportions

REMEMBER THESE RULES.

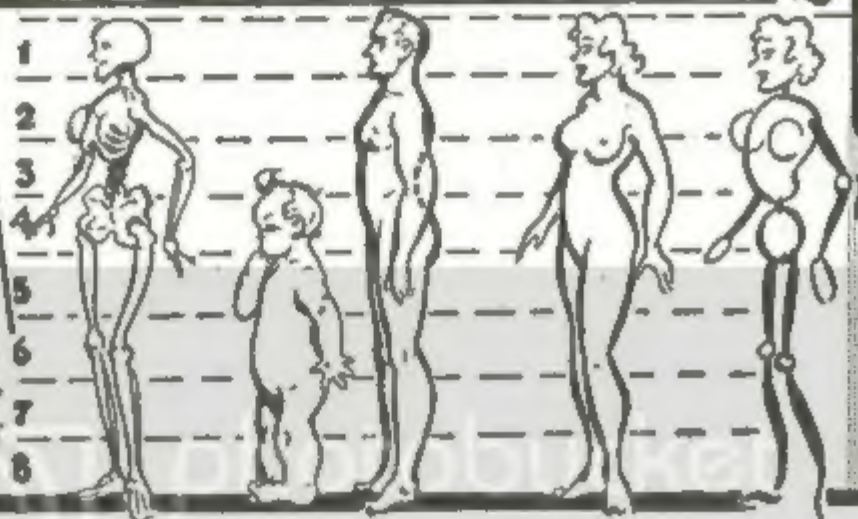
MEN: SHOULDERS WIDER THAN THE HIPS..

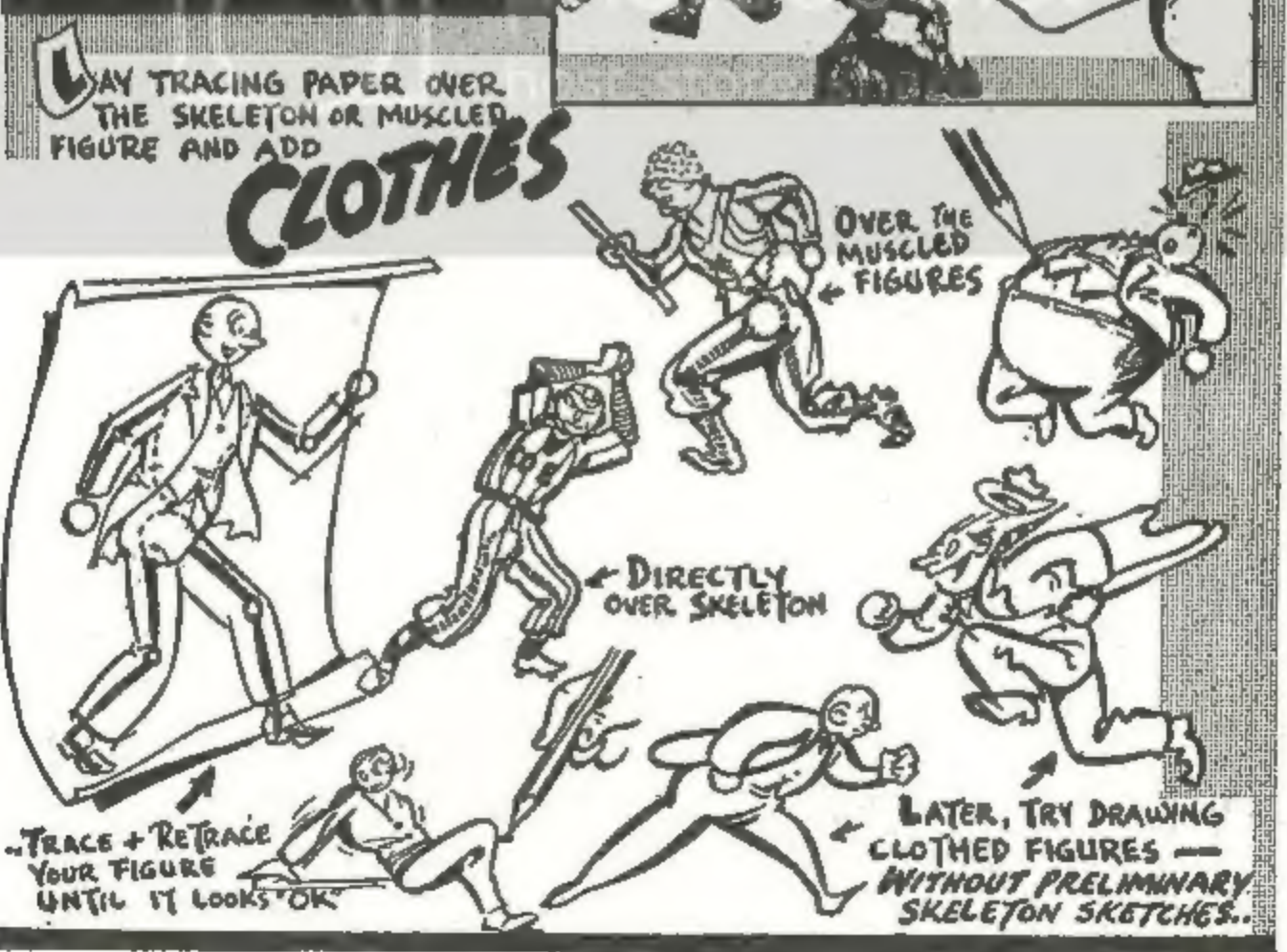
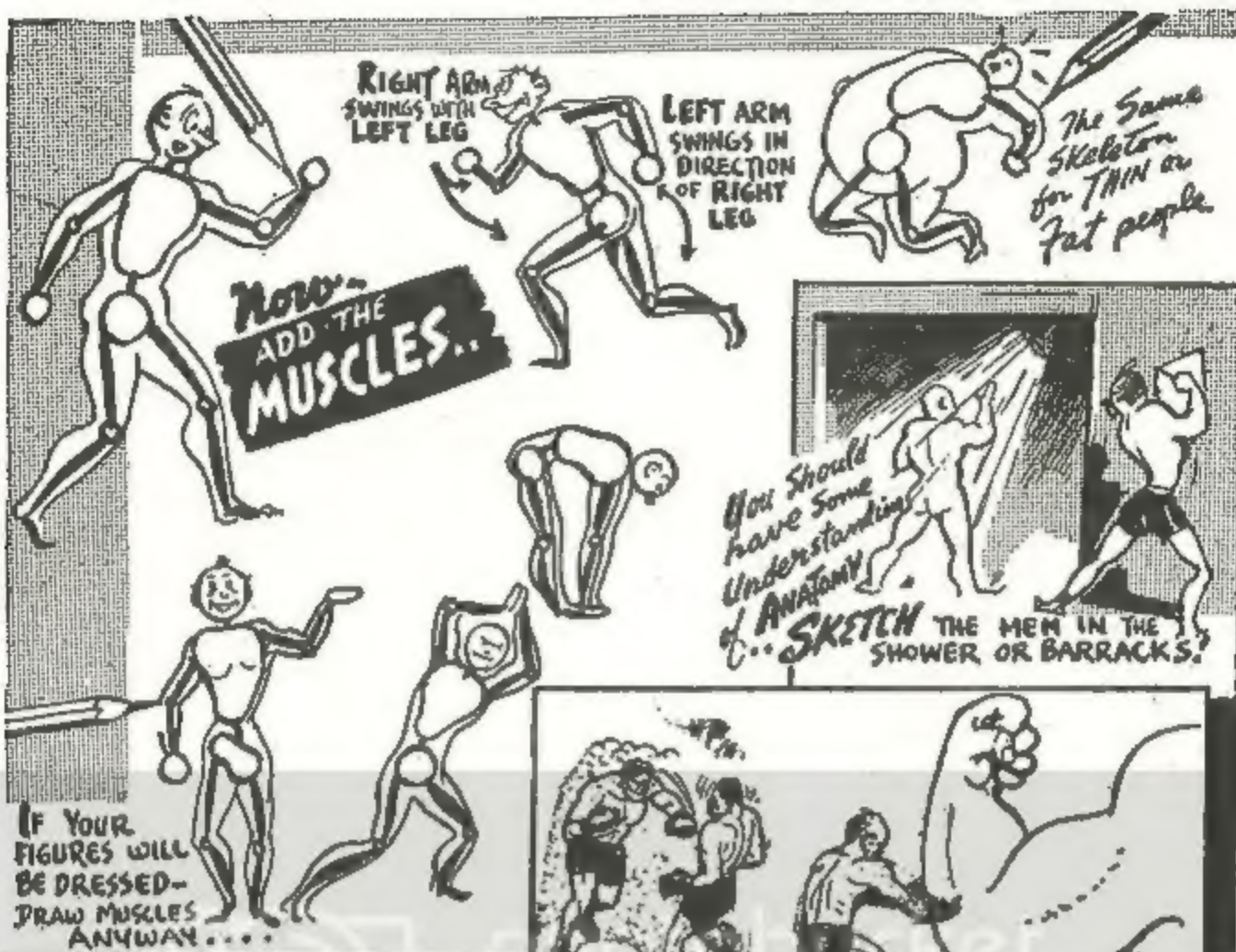
WOMEN: HIPS BROADER THAN THE SHOULDERS.

AVERAGE HEIGHT ADULTS: $7\frac{1}{2}$ to 8 TIMES THE LENGTH OF THEIR HEADS.

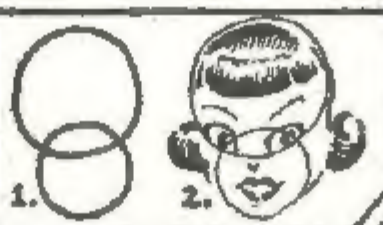


LEARN TO USE THESE SIMPLE SKELETONS!





CARTOONING The FEMALE



1.

2.

Simple Way to
make Girls Face

They're
NOT ALL
Pin Ups!

ROUGH
IN A
SKELETON
8 HEADS
TALL ...

THEN
ROUND
OUT THE
FIGURE

ACCENTUATE
GRACE WITH LONG
CLEAN LINES, MAKE
THIGHS & LEGS LONGER.

CLOTHES
MAKE THE WOMAN

NOTE HOW A FEW LINES
INDICATE CLOTHING..

A High Skirt
gives Youthful
Appearance

Folds
Follow
Body
Contours

Keep up with the
Fashion News
for New STYLES.



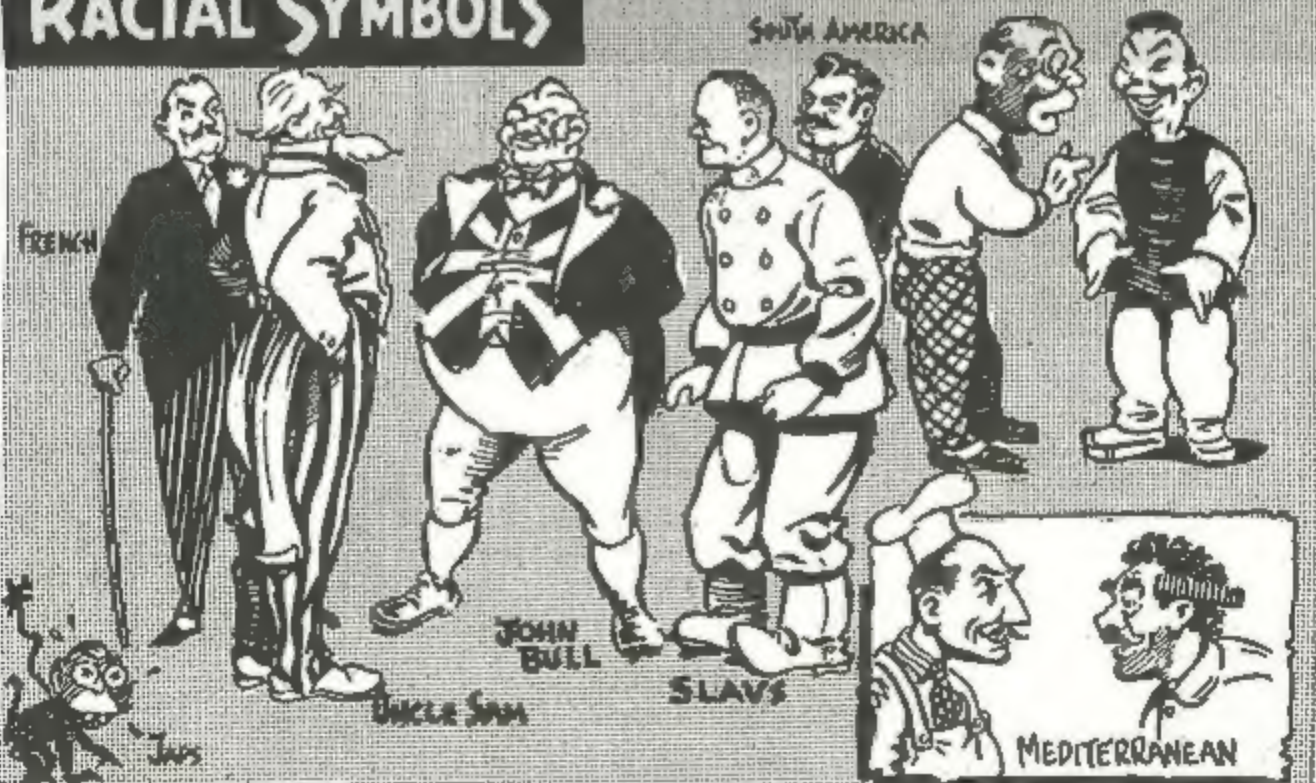
EXAGGERATE KID FOREHEADS.
EYE LINE RISES TO
CENTER AS CHILD
GROWS OLDER.



**TEEN AGE CARTOONS
ARE GROWING IN
POPULARITY.**

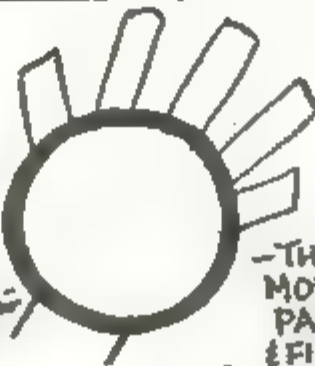


RACIAL SYMBOLS



HANDS

DRAW A CIRCLE
ADD 5 BARS



THEN MODEL
PALM & FINGERS.



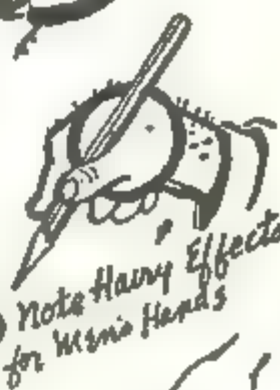
FRONT



REAR



ADD 3 DASHES
TO MAKE GLOVE



Note Heavy Effects
for Mena's Hands

4-FINGER
ANIMATION
STYLE



Tw

THE NECK

IT SERVES AS A
PIVOT FOR HEAD
ACTION

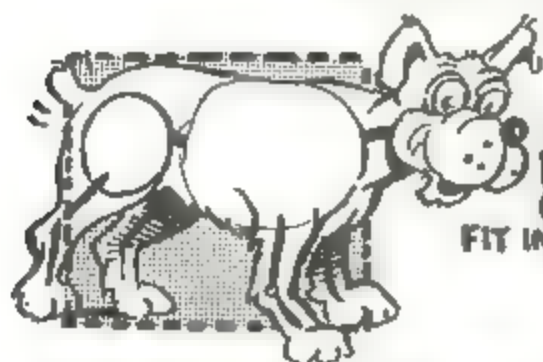


Feet

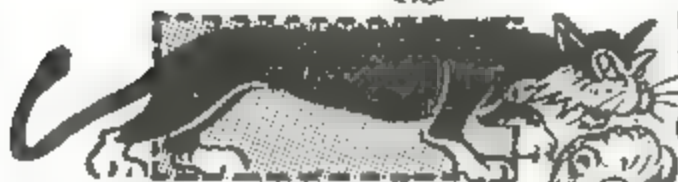


Comic ANIMALS

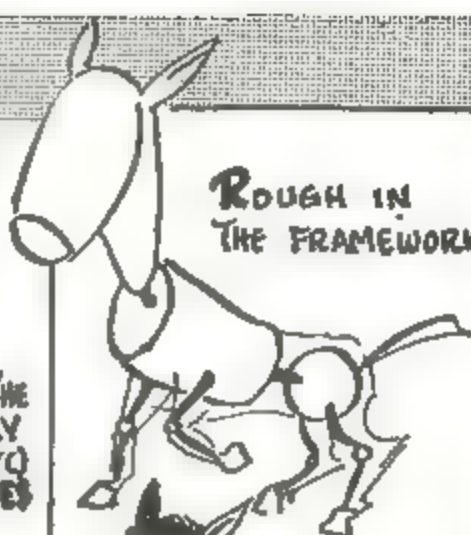
USE SKELETON FIGURES
TO SKETCH IN YOUR
ACTION



BODIES OF THE
DOG FAMILY
(WOLF, FOX, ETC)
FIT INTO SQUARES



CATS (LIONS,
TIGERS, ETC.)
FIT INTO
OBLONGS



ROUGH IN
THE FRAMEWORK...



.. THEN MODEL IN
THE FINISHED
FIGURE



PUT HUMAN
EXPRESSIONS ON
YOUR ANIMALS TO
MAKE THEM LOOK
FUNNY!

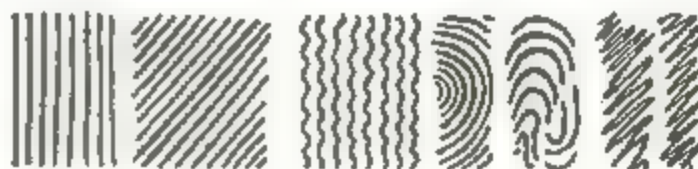
INK

TECHNIQUES

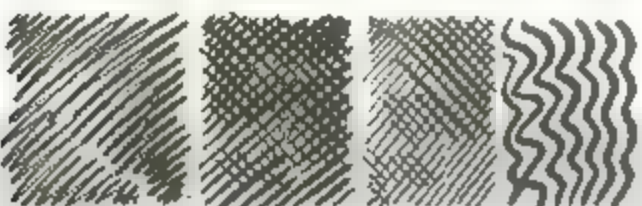
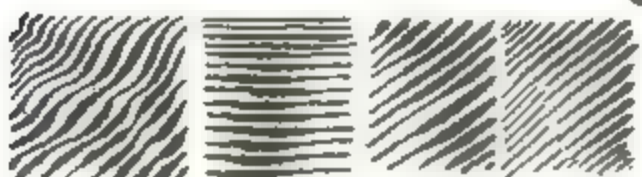
Practice
.. THEN INK IN
YOUR PENCIL
SKETCHES.

ALL THESE LINES
1/2 ORIGINAL SIZE

ALL THESE PEN AND BRUSH STROKES.



DRAWN WITH ORDINARY BALL POINTED PEN



DRAWN WITH GILLOTT'S
PENS #170, 290, 404.. &
HUNT PENS #22, 99, 56.
(USE BRISTOL BOARD FOR INKING)



DRAWN WITH #4 SABLE BRUSH.

LIGHT & SHADOW

THROW LIGHT BEAMS AROUND OBJECTS
& SKETCH THE SHADOWS...

HIGH
LIGHT--
SHORT
SHADOW---

LOW LIGHT
LONG
SHADOW-->



GOOD EXAMPLE OF
LIGHT & SHADOW
USING PEN STROKES



EFFECTIVE USE OF LIGHT
& SHADOW TO MOLD FIGURES
AND CHARACTER..
(ADVENTURE STRIP STYLE)



SHADING

EXPERIMENT WITH
DIFFERENT PATTERNS..
USE SHADING TO EMPHASIZE
YOUR PEOPLE OR OBJECTS.



SIMPLE SOLIDS
PREFERRED
BY THE
MAGAZINES



A STYLE
STILL LIKED BY
SOME CARTOONISTS

DRAPERY AND WRINKLES..

ADVENTURE STRIP
STYLE (BRUSH)



SIMPLE
CARTOON STYLE
(PEN)



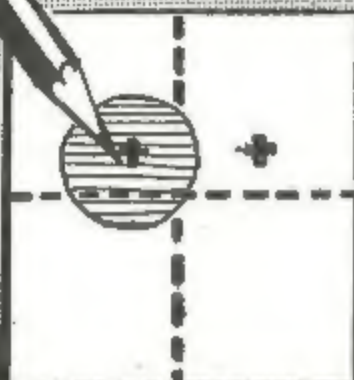
SHOWING WRINKLES
ON BLACK

Some Cartoonists never
use wrinkles - but their
lines show lots of
ACTION!



Simple COMPOSITION

COMPOSE YOUR CARTOON TO PLACE YOUR MAIN FIGURES IN THE SPOTLIGHT (PRACTICE THIS)



THIS PART OF YOUR DRAWING ATTRACTS THE EYE FIRST...



Bad... FIGURES & OBJECTS DIVIDE PICTURE INTO UNINTERESTING QUARTERS.



Bad... WALLS, DOOR AND HORIZON CHOP OFF THE HEADS... WHILE BORDERS SLICE THE BODIES TOO MUCH



BETTER... BUT NOT GOOD... CLOUDS, HORIZON & RIVER BANK FORM TOO MANY HORIZONTALS.....



GOOD... MAIN FIGURES IN SPOTLIGHT... OTHER LINES POINT TO THEM.



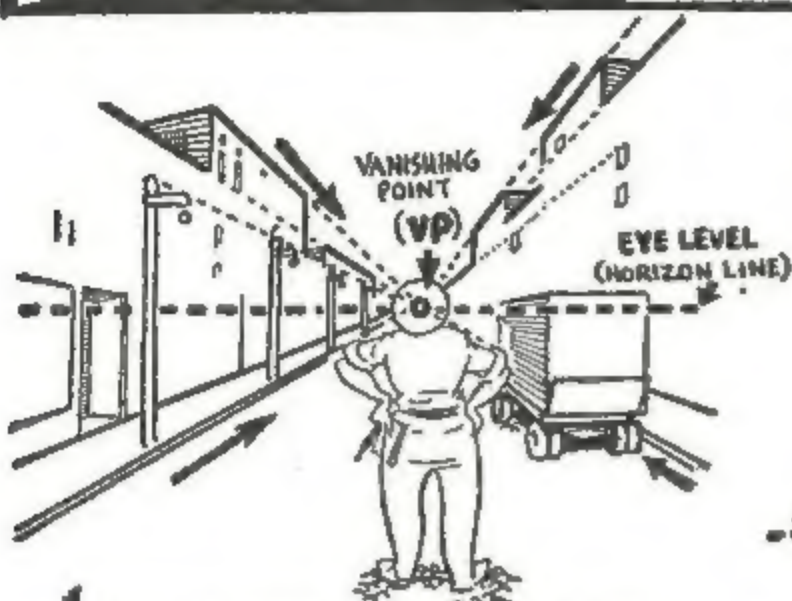
GOOD... DOG EMPHASIZED BY SIZE AND FULL FACED ACTION CREATES SPOTLIGHT.

WATER



PERSPECTIVE..

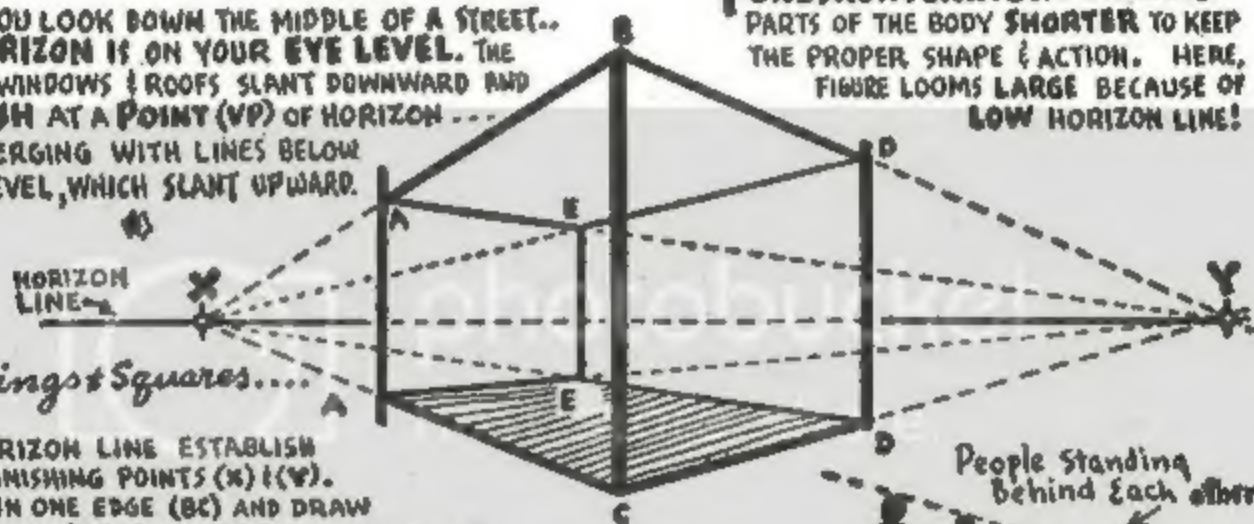
DRAWING OBJECTS SO THAT DISTANCE & SHAPE LOOK NATURAL... *This will take LOTS of PRACTICE.*



IF YOU LOOK DOWN THE MIDDLE OF A STREET.. THE HORIZON IS ON YOUR EYE LEVEL. THE LINES, WINDOWS & ROOFS SLANT DOWNWARD AND VANISH AT A POINT (VP) OF HORIZON... CONVERGING WITH LINES BELOW EYE LEVEL, WHICH SLANT UPWARD.

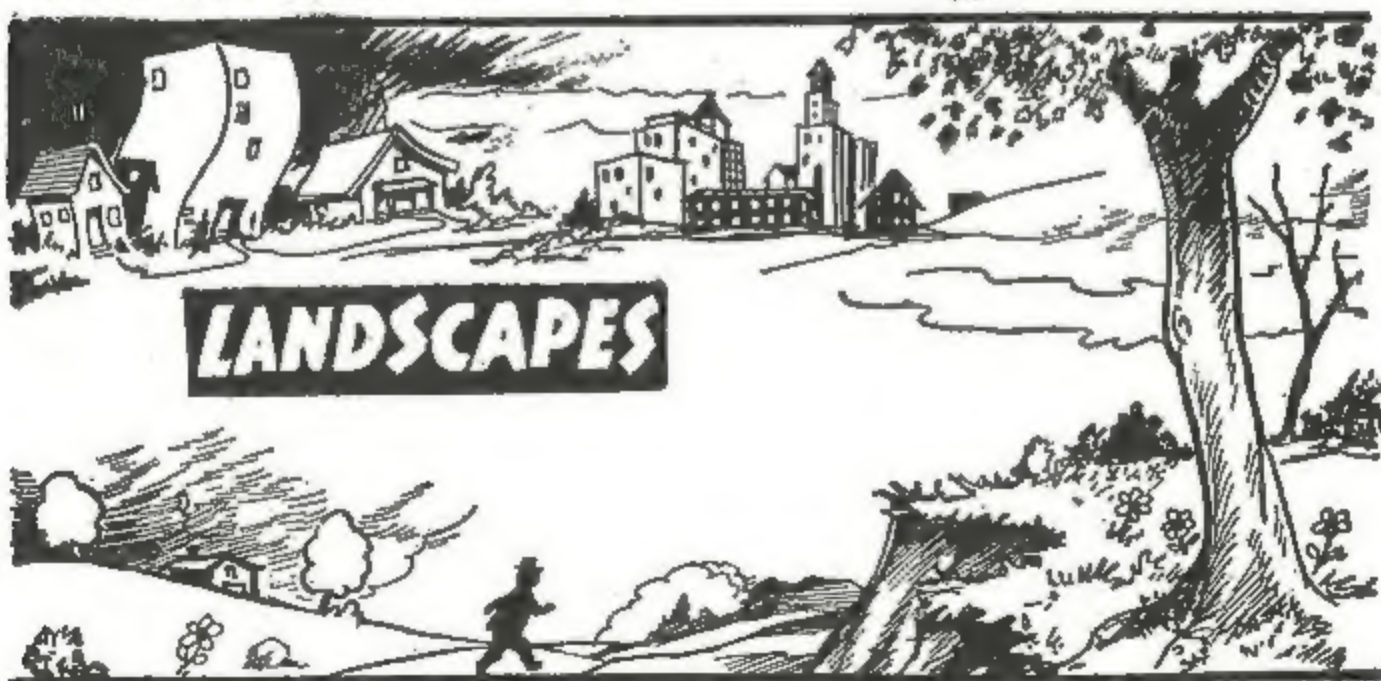


FORESHORTENING... DRAWING PARTS OF THE BODY SHORTER TO KEEP THE PROPER SHAPE & ACTION. HERE, FIGURE LOOMS LARGE BECAUSE OF LOW HORIZON LINE!



Buildings & Squares...

ON HORIZON LINE ESTABLISH TWO VANISHING POINTS (X) & (Y). DRAW IN ONE EDGE (BC) AND DRAW LINES FROM (B) & (C) TO (X) & (Y). THESE BECOME YOUR FLOOR & ROOF LINES. SOMEWHERE ON THESE LINES MARK OFF OTHER EDGES - (A) & (D). LINES (D-X) & (A-Y) BISECT TO INDICATE (E).



LANDSCAPES

Comic EFFECTS



NIGHT SCENE

CROWDS



SNORE



BRIGHT IDEA



BANG!



JUST INDICATE
A FEW BRICKS



CLIMAX!



ICE



SPEED



HEAT

